SHARPER THAN A CYBER-RAZOR CUT, IT'S...

sonic the comic

No.1 29th MAY 1993
Every Fortnight

95p

The U.K.'s OFFICIAL SEGA COMIC

1st MEGA ISSUE!

starring

THE WORLD'S MOST FAMOUS
BLUE HEDGEHOG!

and THE SEGA SUPERSTARS!

SHINOBI
Action with the Master Ninja!

GOLDEN AXE
Might and magic in a savage world!

AND MORE!

ALL-NEW, ALL-ACTION STORIES INSIDE!

WIN A SEGA MEGA CD!
And Lots More!

PLUS! • THE MEGA NEWS, REVIEWS, & TIPS ZONES!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadriod.

Welcome Screen

Hey, Sonic Boomers!

Welcome to the very first issue of Sonic The Comic - Britain's brand new Sega-powered comic. Stay cool, things are about to get seriously intense!

Prepare to experience the hottest comic on the video game scene. Every fortnight your favourite Sega video game characters will come to life in all-new comic strip adventures. It all starts here with Shinobi, The Legend of Golden Axe, and, of course, our megastar, the world-famous Sonic The Hedgehog (what do you mean, 'who?').

That's not all. There are features, compos and fabulous free gifts - like the brilliant set of stickers attached to this issue's front cover. Where are you going to stick yours?

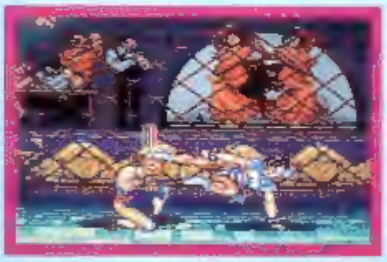
Then there's me, Megadroid. I'm your host for this and every issue of Sonic The Comic. I'll be taking you to whole new levels of video game excitement - we're talking Big Time here, Boomers. Oh yeah, this is the Control Zone, your launching pad to the Sega Superstars. Scope it out every two weeks for the hottest information, charts and Sega news.

And - I want to hear from you. Communicate with me on what you think about Sonic The Comic, Sonic himself or anything Sega. I think this is the start of a beautiful friendship.

Megadroid

Calling all Hotshots!

High Scorers, power players, arcade aces - SONIC THE COMIC wants to hear from you. STC will soon be featuring a regular high scores section in which you can show how good a hotshot you are. Not only that, but stand by for The Mega-Challenge. How well do you think you can do at a designated game against the clock? We'll find out.



Street Fighter 2 on the Mega Drive: Will this be a Mega-Challenge game?

How to Use This Comic

Instructions for activating Sonic The Comic.

1 Read the Strips

Your favourite Sega Superstars as you've never seen them before - in eye-sizzling comic strip form. Go beyond the game into all-new levels of action and excitement. Join Sonic The Hedgehog in a full-length complete story in every issue. Marvel at the continuing exploits of Shinobi, Golden Axe and Wonderboy in the weeks ahead. And after that...well, that would be telling.

2 Run the Zones

Sonic The Comic brings you the fastest news, reviews and tips service available - we're out every two weeks! Enter the News Zone, the Reviews Zone and even the mysterious Q Zone to become the best-informed Sega player around.

3 Give up Data

Get into Sonic The Comic in a big way. We desperately want your input. Send in your high scores, letters and drawings, take part in the Mega-Challenge, enter the great compos and win mega prizes! Scope out the mighty Data Strip inside the back cover. Fill it in - neatly - and have your say in the future of Britain's first Sega-powered comic!

The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1 — PGA TOUR GOLF 2
2 — ROAD RASH 2
3 ▲ ECCO THE DOLPHIN
4 ▼ STREETS OF RAGE 2
5 NEW TINY TOONS: BUSTER'S TREASURE
6 ▼ SONIC THE HEDGEHOG 2
7 ▼ LEMMINGS
8 ▼ MEGA-LO-MANIA
9 ▼ WORLD OF ILLUSION
10 ▼ EUROPEAN CLUB SOCCER

MASTER SYSTEM

1 — MICKEY MOUSE 2
2 — SONIC THE HEDGEHOG 2
3 — LEMMINGS
4 ▲ TAZMANIA
5 — WIMBLEDON TENNIS
6 ▲ DARIUS 2
7 ▲ CALIFORNIA GAMES
8 ▼ G-LOC
9 RE DOUBLE DRAGON
10 ▼ THE NINJA

GAME GEAR

1 — SONIC THE HEDGEHOG 2
2 — LEMMINGS
3 — STREETS OF RAGE
4 — TAZMANIA
5 ▲ SUPER KICK OFF
6 ▲ SUPER OFF ROAD
7 RE BATMAN RETURNS
8 ▼ PRINCE OF PERSIA
9 RE DONALD DUCK
10 — AN BATTLER

PENGUIN ELSPA > CHARTS < GALLUP

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Paramount Ltd., Purfleet. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London. *Copyright © Fleetway Editions Ltd., 1992. Copyright © Sega Enterprises Limited, licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited.* *Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel. 0895 444055. ISSN 0960 3042.*

Sonic THE HEDGEHOG

ENTER : SONIC

THE PLANET MOBIUS...

GREEN HILL ZONE.

FREE! THANKS, SONIC!

SPPDOINNGG

ELSEWHERE, A SINISTER FIGURE WATCHES.

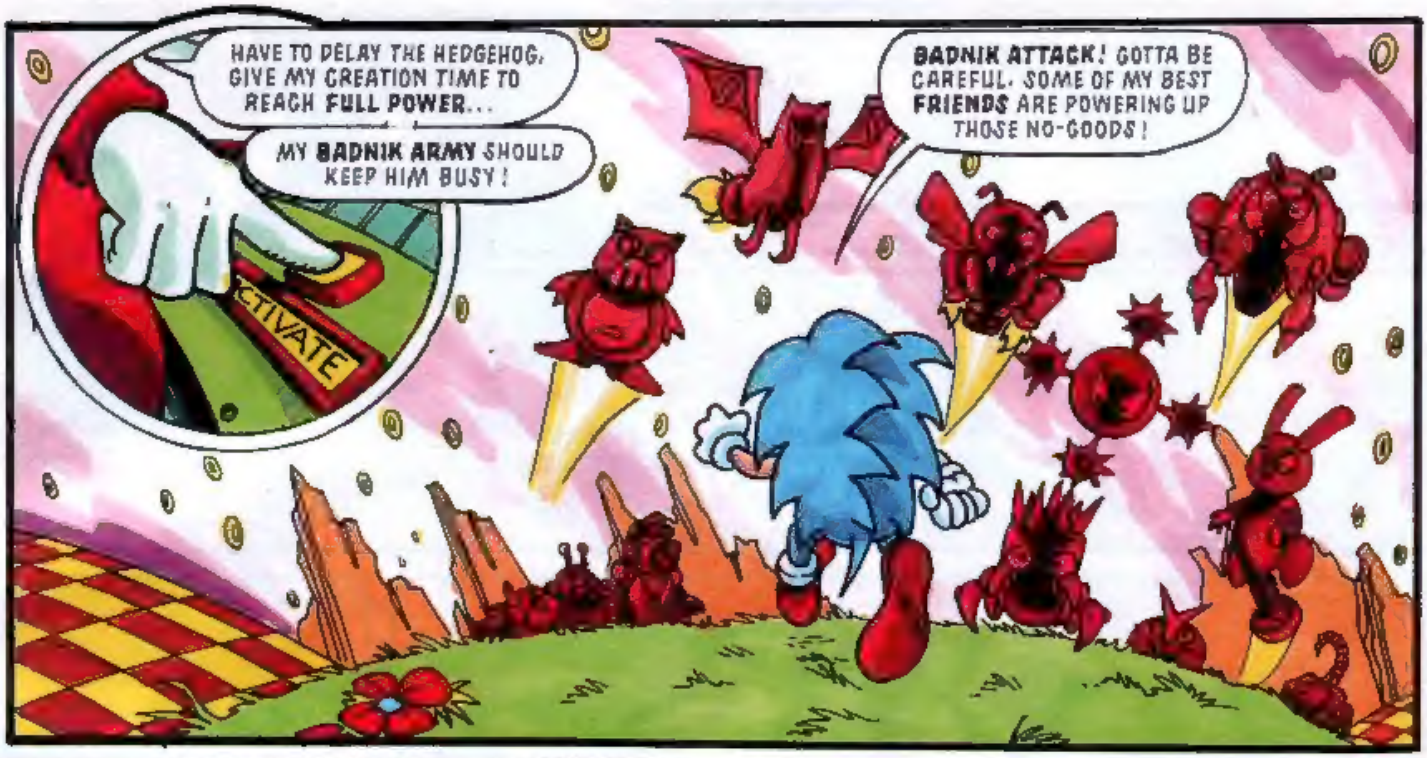
HOW **EGGS-ASPERATING!** THAT HARD-BOILED BLUE BLUR HAS ESCAPED MY BADNIKS **AGAIN!**

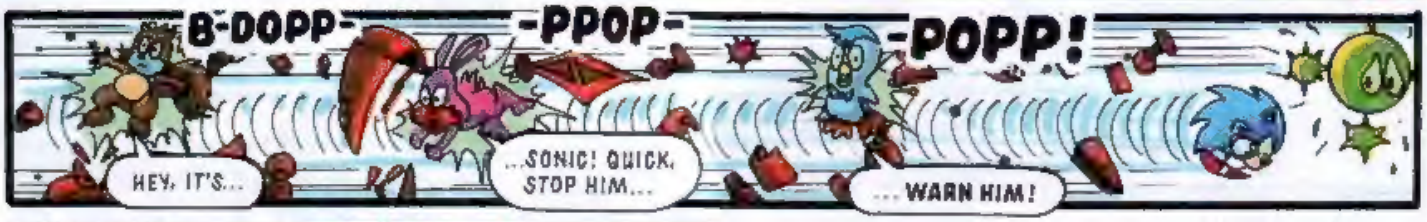
BUT I, **DOCTOR ROBOTNIK**, GENIUS EGG-STRAORDINARY, HAVE A **PLAN** TO FIX THAT MEDDLING HEDGEHOG FOR GOOD!

NOT TO MENTION CONQUER THE **WORLD!**

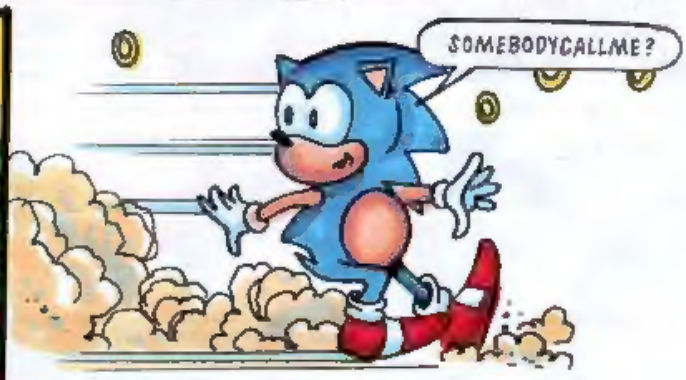
Script: Alan McKenzie **Art:** Anthony Williams **Lettering:** Tom Frame

NOT ONLY WILL MY NEW INVENTION CRUSH SONIC INTO A MILLION BITTY HEDGEHOG NUGGETS...
...NOT ONLY WILL IT POLLUTE THE ATMOSPHERE OF MOBIUS FOR A THOUSAND YEARS...
...BUT IT'LL NEVER NEED REFUELLING BECAUSE IT RUNS OFF THE GOLDEN RINGS OF MOBIUS!
MY ENGINE OF DESTRUCTION IS UNSTOPPABLE!
AH, THERE ZOOMS THE LITTLE BLUE SPEEDBALL NOW!
EGGS-ACTLY ON TIME!
HEARD ABOUT ROBOTNIK'S MACHINE. SHOULDN'T TAKE ME TOO MUCH TIME TO PUT A STOP TO IT!

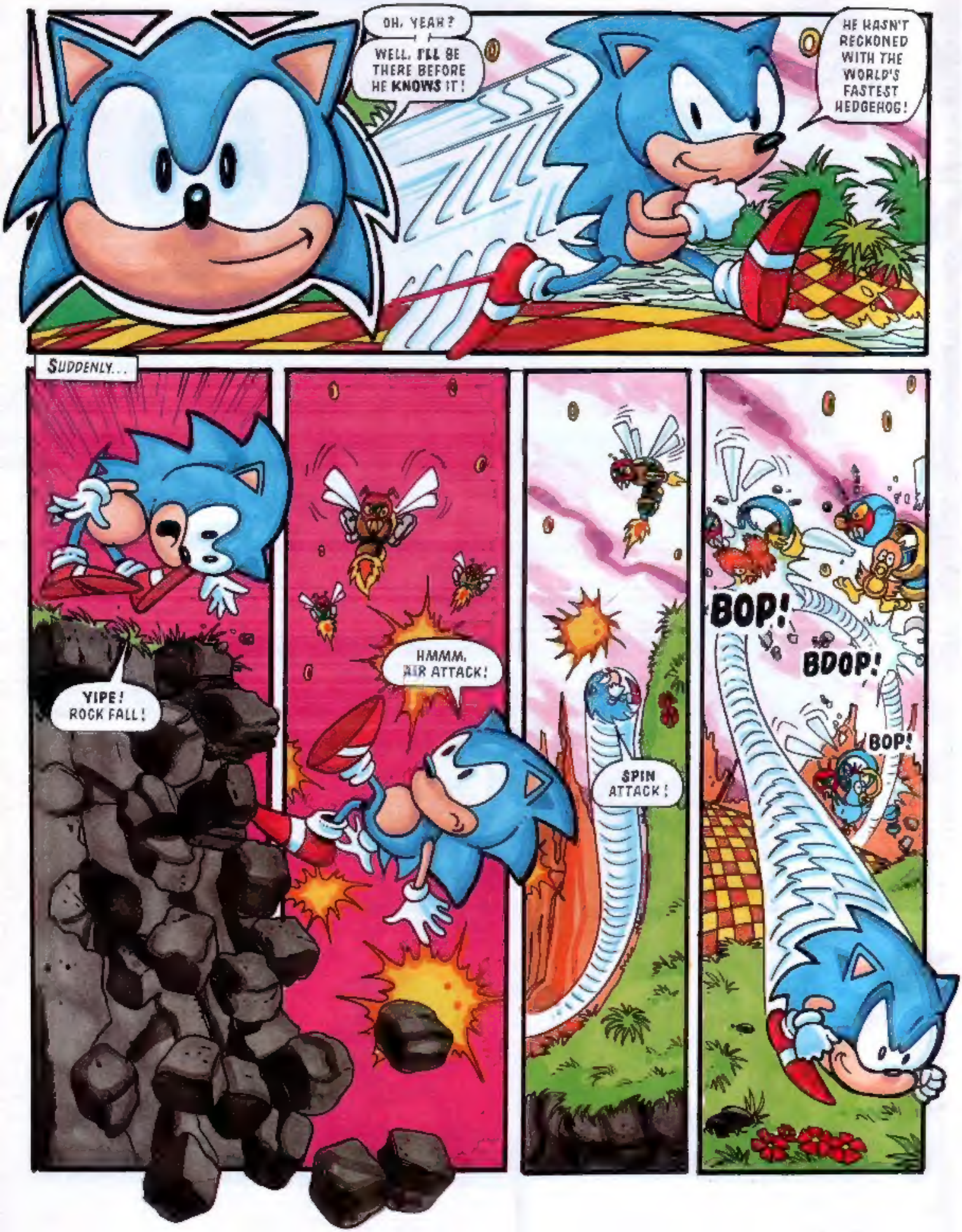

HAVE TO DELAY THE HEDGEHOG. GIVE MY CREATION TIME TO REACH FULL POWER...
MY BADNIK ARMY SHOULD KEEP HIM BUSY!
ACTIVATE
BADNIK ATTACK! GOTTA BE CAREFUL. SOME OF MY BEST FRIENDS ARE POWERING UP THOSE NO-GOODS!

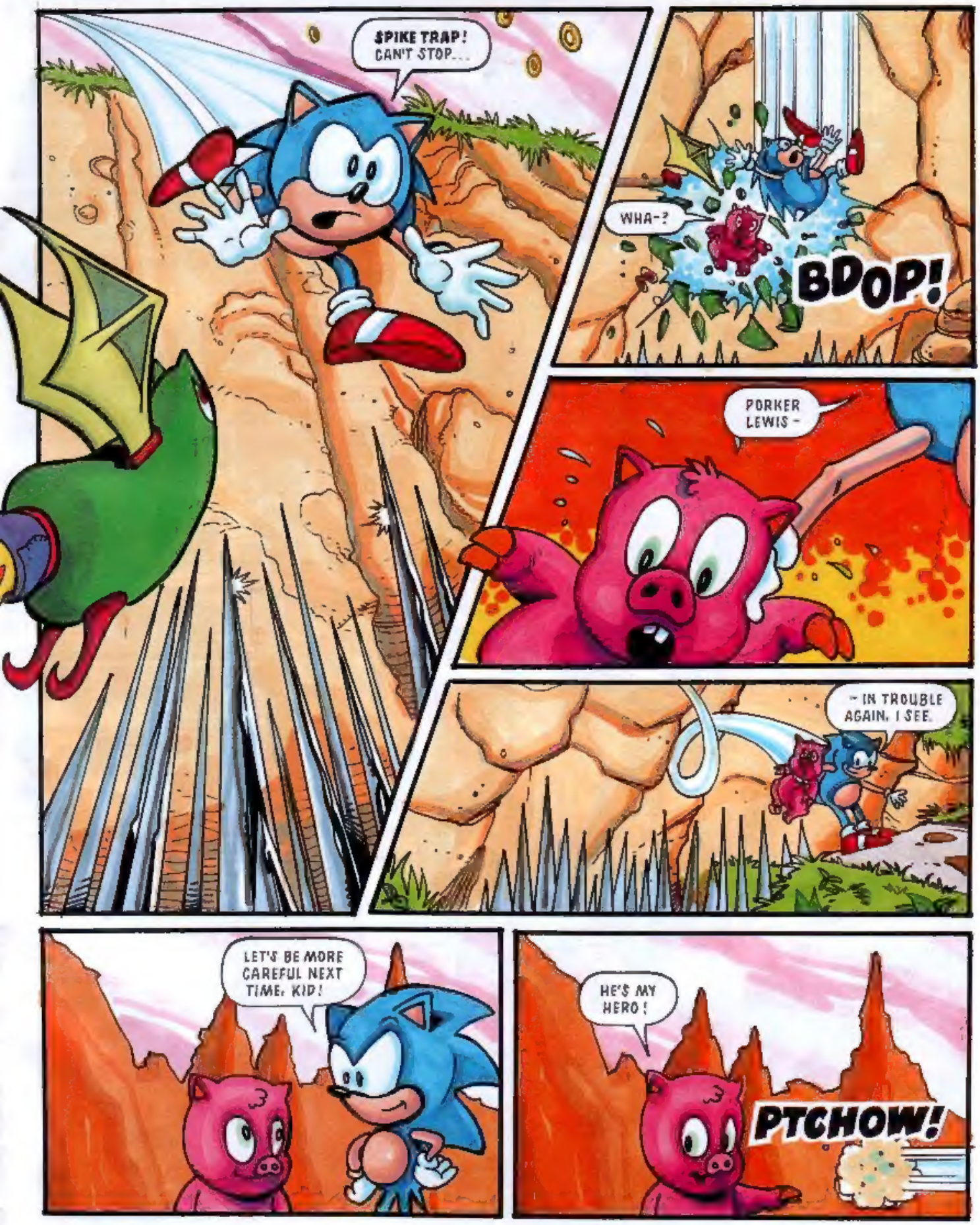

B-DOPP-
-PPOP-
-POPP!
HEY, IT'S...
...SONIC! QUICK, STOP HIM...
...WARN HIM!

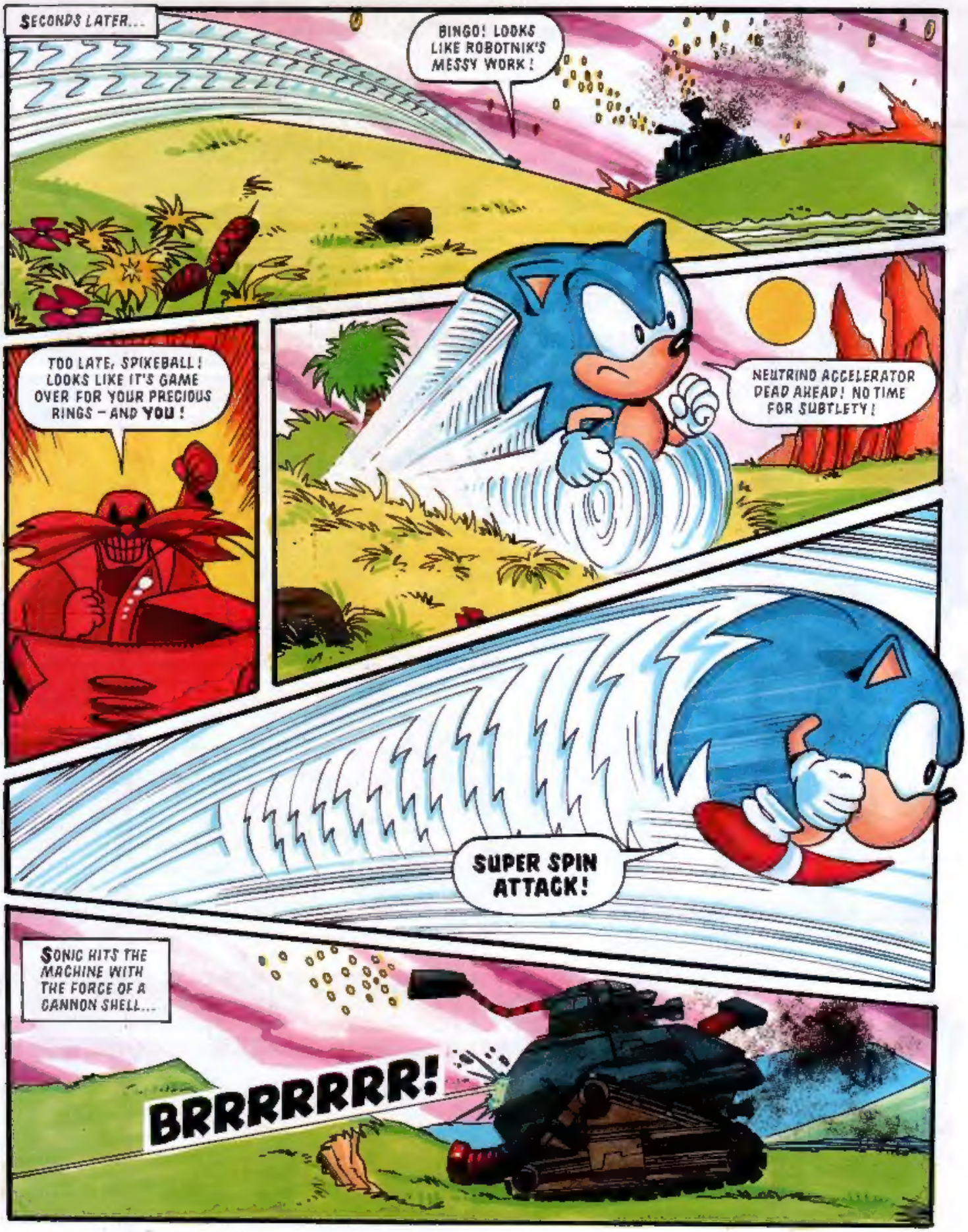
SONIC! HEY, HOLD IT... STOP!


SOMEBODYCALLME?

DON'T GO! IT'S A TRAP!
ROBOTNIK'S MACHINE WILL EAT YOU UP!
HE'S WAITING FOR YOU, UP AHEAD!


OH, YEAH?
WELL, I'LL BE THERE BEFORE HE KNOWS IT!
HE HASN'T RECKONED WITH THE WORLD'S FASTEST HEDGEHOG!
SUDDENLY...
YIPE! ROCK FALL!
HMMM. AIR ATTACK!
SPIN ATTACK!
BOP!
BDOP!
BOP!


SPIKE TRAP! CAN'T STOP...
WHA-?
BDOP!
PORKER LEWIS -
- IN TROUBLE AGAIN, I SEE.
LET'S BE MORE CAREFUL NEXT TIME, KID!
HE'S MY HERO!
PTCHOW!


SECONDS LATER...
BINGO! LOOKS LIKE ROBOTNIK'S MESSY WORK!
TOO LATE, SPIKEBALL! LOOKS LIKE IT'S GAME OVER FOR YOUR PRECIOUS RINGS – AND YOU!
NEUTRINO ACCELERATOR DEAD AHEAD! NO TIME FOR SUBTLETY!
SUPER SPIN ATTACK!
SONIC HITS THE MACHINE WITH THE FORCE OF A CANNON SHELL...
BRRRRRRR!

THE EFFECT IS SHATTERING!

FZZAKK!

DOUBLE BLAST THAT BLUE BORE! DOESN'T HE HAVE **ANY** RESPECT FOR PROPERTY?

NEVER MIND, I HAVE AN EVEN **BIGGER** SURPRISE READY FOR HIM!

ANOTHER THREAT DEALT WITH. HOW DO I DO IT?

YAY, SONIC!

WAY TO GO!

LET'S PARTY!

NO TIME, GUYS. LOOKING FOR **TAILS** – HAVEN'T HEARD FROM HIM IN **DAYS**

GOT A FEELING HE'S IN **BIG TROUBLE!**

GOTTAGO SEEYOUAROUND!

THERE HE GOES AGAIN!

HE NEVER DOES STAY FOR THE PARTY!

NEXT ISSUE: **CAUGHT LIKE A FOX!**

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

TOM & JERRY

game type: ACTION
1 PLAYER
GG

Cat and mouse action with the famous cartoon double act. Jerry has grabbed a map off Tom and dashed away to find treasure. You, as Tom, must chase after him to reclaim the map

You journey across five different stages: Home City, The Ship, Deserted Island, Labyrinth and the final extra stage in your endeavour to catch Jerry.

Tom has to avoid nasty traps triggered by Jerry and carefully time leaps onto and across collapsing ledges. Very precise moves are needed to catch up with Jerry and you always have to think that one step ahead to avoid being frazzled! Nasties to watch out for (and avoid) include fish, cans, moles and mushrooms.

Tom and Jerry has some of the best cartoon graphics ever seen on an 8-bit machine and an original game style. Artificial Intelligence makes Jerry move in response to Tom and ensures that every game is that little bit different than the last.

- Tony Takoushi

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER	PRICE
SEGA	£24.99

GRAPHICS 80
SOUND 55
PLAYABILITY 70

RAVES
Gorgeous to look at and fun to play.

GRAVES
Strange control system is off putting

OVERALL 70%

ROAD AVENGER

game type: DRIVING
1 PLAYER
MCD

This game will drive you crazy! You have to battle against SCUM (Secret Criminal Underground Movement) who have been off wreaking havoc in your city. As an off-duty cop you have to do your darndest to get them off the streets and get the city back to normal.

Your mission takes you across nine different scenes. There is a thumping rock soundtrack that will pump your socks off, especially if routed through your hi-fi system. Special surround sound effects really make you feel you are there with tires screeching and explosions to your left and right.

Visually, there are over 30 minutes of animated scenes with in-your-face close-ups and over-the-shoulder driving perspectives.

The action in this cartoon-animated game is controlled by pressing the D-pad or buttons at the relevant screen prompts. If your timing is out, so are you - in a spectacular crash scene!

- Tony Takoushi

Some days are kinda tough. Wilma has lost her necklace and sends poor old Fred off to find it, along with the salt shaker needed for his fresh dodo eggs.

There are masses of neat touches in this game from Fred twirling his club if left standing, to ledge-swinging and dinosaur clubbing (with a heavy wooden object - not a night on the town!). Each stage has four sub stages and if you lose a life it restarts you from the sub-stage you last passed.

The music is zippy and perfectly fits the action. If you hit the pause button Fred leans back on his club and takes a breather. There are plenty of hidden chambers and secret bonuses to be had so the emphasis is to search as well as get through the rounds as quickly as possible.

The Flintstones is a great game. It has many different stages to work through and each stage requires a different set of skills, from plain old clubbing (with a heavy... well, you get the idea) to shark fin riding to underwater capers.

- Tony Takoushi

FAST FAX

PUBLISHER PRICE

GRAPHICS 75

SOUND 80

PLAYABILITY 85

RAVES

Heart-pounding action just sucks you into the game.

GRAVES

Only nine levels. Frustrating timing of some moves.

75%

FAST FAX

PUBLISHER PRICE

GRAPHICS 85

SOUND 80

PLAYABILITY 80

RAVES

Amazing levels with great playability.

GRAVES

A little on the easy side for the experienced player.

85%

REVIEW

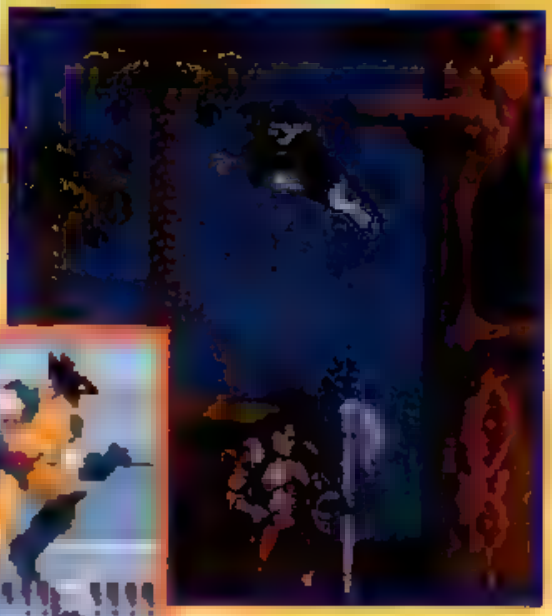
Marvel's merry band of mega mutants finally comes to the Sega Mega Drive. X-fanatics will find the graphic style and atmosphere just as the comic growing X-comics line has been faithfully converted to the console format. Even down to text panels being used for messages on screen.

You have to remind the evil Magneto who has created the deadliest virus ever. He is now set to beam it to Earth from his [illegible].

Players can choose to be either Wolverine, Cyclops, Nightcrawler or Gambit with the option of calling on the help of five other X-Men, including Storm, Rogue and Archangel. However, you can switch characters at any point in the action to utilise their various powers to their best effect. This facility adds a real strategic element to the gameplay, calling for brainpower as well as fast reflexes.

There's six bigger zones to get through, from The Savage Land to Asteroid M, and plenty of power-ups to collect on the way. All in all an X-citing game!

- Tony Takoushi



FAST FAX

PUBLISHER PRICE

GRAPHICS 75

SOUND 70

PLAYABILITY 65

RAVES: Great graphics and [illegible]

GRAVES: Lacking in good [illegible]

70%

[illegible] has returned in a new game from Domark. It's played over four levels of platform action ending with a final showdown between 007 and Jaws.

A mad professor has captured a satellite launch centre, including it's scientists, and plans to take over the world (surprise, surprise). Armed only with a gun, James Bond must battle guards and such 'friendly' folk as Jaws and the Voodoo Doctor to rescue the hostages, find and set off a bomb then escape before it goes off on each of the four levels, so saving the world.

Graphically the game is fine. Bond's movements, such as when he is loading his gun, look impressive. The sound is above average with decent tracks on each level and a great version of the James Bond theme tune on the menu.

If you are shot five times you lose a life which sometimes sends you back to the start. This gets very frustrating when you're near to completing a level.

This is a decent platform game aimed at younger players. The difficulty level is not just about right for the average player to make it an enjoyable challenge, although the later levels are tough.

- David Gibson

FAST FAX

PUBLISHER PRICE

GRAPHICS 78

SOUND 82

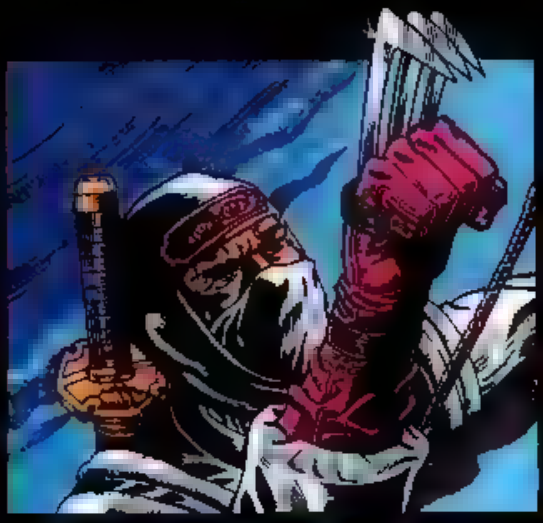
PLAYABILITY 86

RAVES: Active guy [illegible] Worth mission [illegible] Nightmakers fed

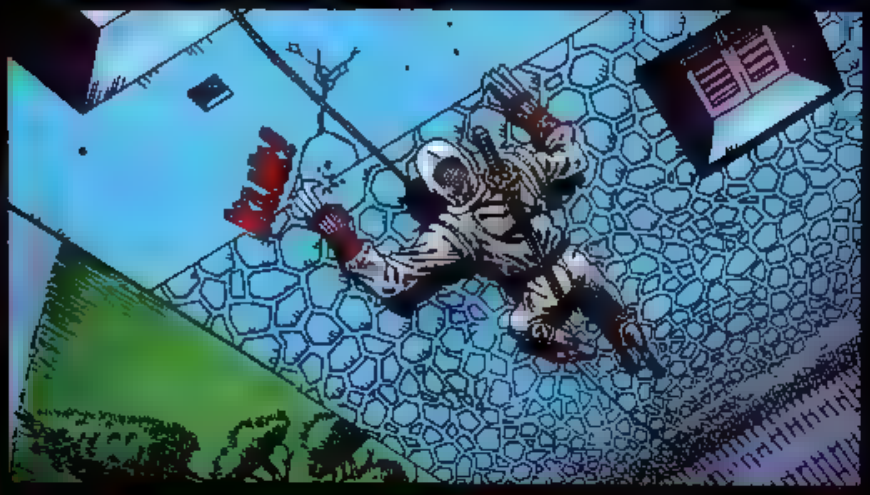
GRAVES: Only four levels. Not good value for money

79%

Shinobi
IBARAKI PROVINCE, JAPAN
IN A SEQUESTERED GARDEN, A LITHE FIGURE GLIDES SILENTLY OVER THE HIGH WALL
HIS NAME IS JOE MUSASHI AND HE SEEKS OUT MEMBERS OF THE NEO ZEED – A SINISTER CLAN OF ASSASSINS
RRAARRR!
HE HAS PLEDGED HIMSELF TO CLEANSING THEIR EVIL FROM THE FACE OF THE EARTH
ONLY HIS MISSION MATTERS
AND NEITHER MAN NOR BEAST MAY STAND IN HIS WAY
Script: Alan McKenzie Art: Jon Haward Lettering: Elie de Ville



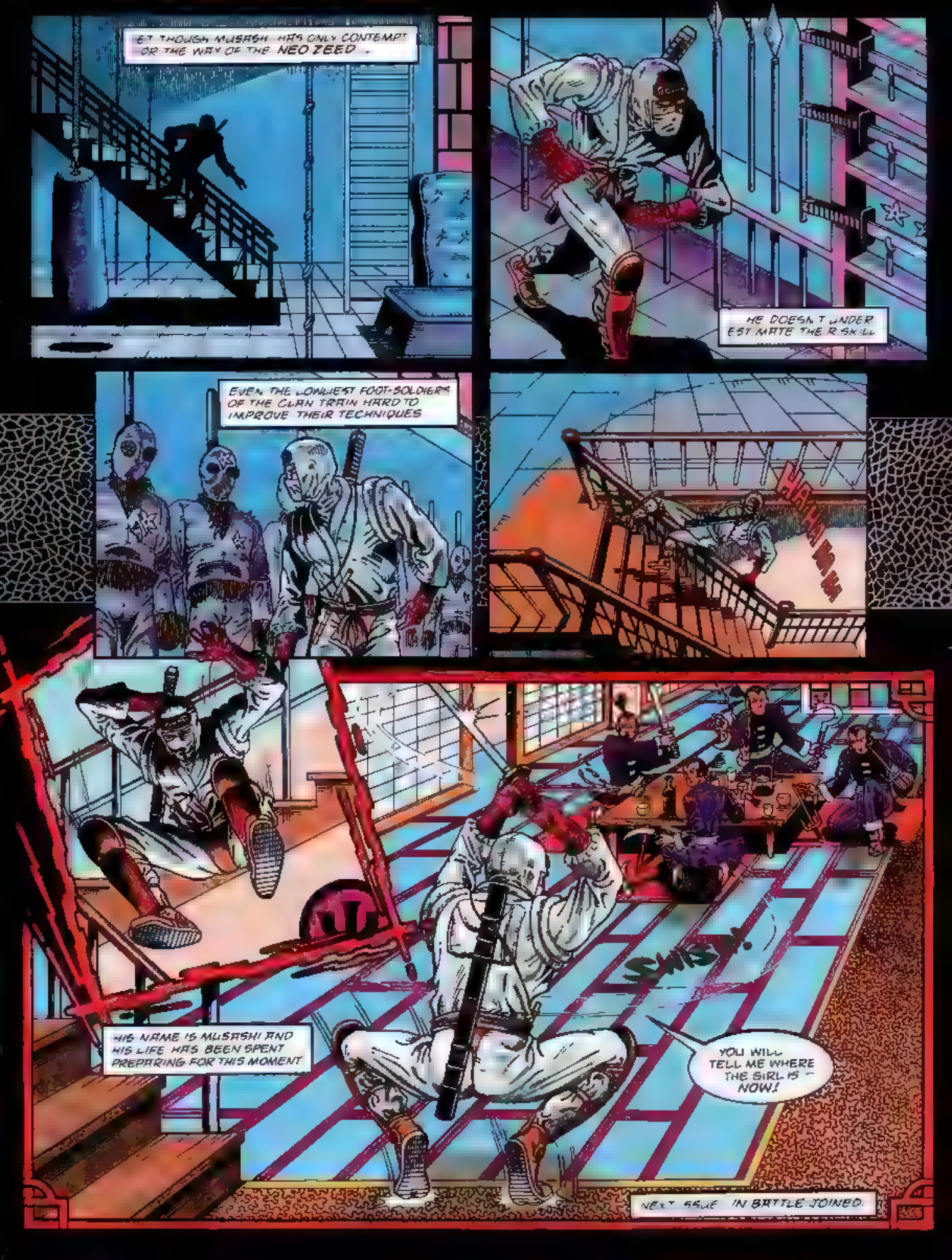
KLIK!



NOTHING STIRS AT HIS PASSING

HIS ENEMIES FAIL TO SENSE HIS NEARNESS
AHEM
WHAPP!

THWIPP!
CHOKK!
AND THOUGH HIS ENEMIES STRIVE TO KILL HIM
WHOKK!
CHUKK!
HE FIGHTS ONLY IN DEFENCE AVOIDING THE LOSS OF LIFE
FOR TO KILL INDISCRIMINATELY WOULD MAKE HIM NO DIFFERENT FROM THOSE HE BATTLES


ET THOUGH MUSASHI HAS ONLY CONTEMPT OR THE WAY OF THE NEO ZEED ...
HE DOESN'T UNDER EST MATE THE R SKILL
EVEN THE LOWLIEST FOOT-SOLDIERS OF THE CLAN TRAIN HARD TO IMPROVE THEIR TECHNIQUES
SWISH!
HIS NAME IS MUSASHI AND HIS LIFE HAS BEEN SPENT PREPARING FOR THIS MOMENT
YOU WILL TELL ME WHERE THE GIRL IS - NOW!
NEXT ISSUE IN BATTLE JOINED.

Smooth New Two

Mega Drive and Mega CD get sleek new look

Sega's 16-bit power combo, the Mega Drive and Mega CD, are to be relaunched later this year with sleek new looks and modified features. But don't panic beneath their streamlined new bodies the two machines are almost identical to the current models. All Mega Drive/Mega CD games will run without problem.

Designated the Mega Drive 2 and Mega CD 2, the cosmetically-challenged pair will launch Sega into the mid-nineties as the style leader of the console market. Let's take a closer look at what's new

MEGA DRIVE 2

Basically the same machine as the current Mega Drive with the exception of a number of new design features

- Smoother,sleeker shape.
- Single audio/video port and power socket only at the back of the unit.
- A/V port allows connection to standard TVs as well as monitors capable of arcade quality RGB pictures.
- Stereo sound now taken from the A/V port via a special cable - old headphone socket and volume control scrapped.
- Power and reset buttons moved to top centre of the unit and coloured red
- Connection to the Mega CD2 by a recessed connector on the right-hand side

MEGA CD 2

Streamlined like the Mega Drive. It is thinner and has a distinctly futuristic style.

- A pop-up lid replaces the original sliding drawer A red LED to shows when the disc is being accessed.
- The new Mega Drive 2 slides in from the left on a moulded plastic base as against being top mounted.
- Special extender and edge connector so that owners of current Mega Drives can mount their consoles on the new Mega CD 2.
- All existing Mega CD titles will be fully compatible with the new Mega CD 2
- Buttons are modelled in the same colour as the Mega Drive 2

Prices and availability should be known by late summer Keep watching STC's News Zone for more information

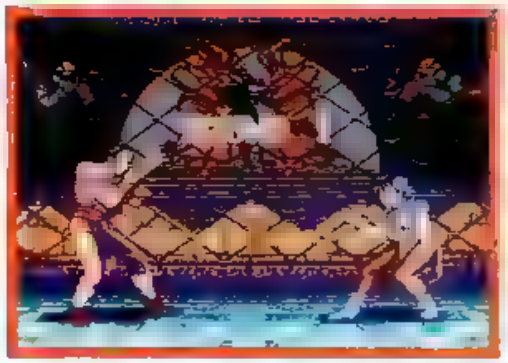
Street Fighting Clan

Souped-up Street Fighter II hits Mega Drive

Streetfighter II is heading for a Mega Drive near you! The classic, mega-hyped Capcom fighter has been converted to the Sega 16-bit flagship with many extra features Other versions will look like wimps in comparison

The Mega Drive version is called Street Fighter II Champion Edition and retains all the graphics, sound voices and music from the original However, to show off the real processing power of the Mega Drive a whole host of new goodies have been added.

There is now World Warriors Tournament and Character vs Character modes



You can choose the colours of the players' clothes and take the part of the Bosses in battle The eight characters have new moves and the game itself actually plays faster than the arcade original

Capcom have configured Streetfighter II Champion Edition to work with the new 6-button Sega Arcade Power Stick see item elsewhere, for maximum control of punches kicks and special moves

Start saving for this hot game now - it's due on sale later this year, price yet to be confirmed

Hail to the Champs

UK Sega Champ makes it a double-header

Karl is back! The 1993 UK Senior Sega Champ on is 15 year old Kor Roberts from Port Talbot who retained his coveted title at the UK Sega Challenge Final held on April 8th at the Wil ams Formula One Team Headquarters in D dcot Oxfordshire

Hosted by TV celebs Chris Evans from The Big Breakfast and Violet Berlin from Bad nfluence the Sega Challenge was, for the first time, split into two categories 18 and under and 12 and under w th Karl winning the Senior Challenge and 12 year old Alan Sor from Chelmsford in Essex eading the way in the Junior Challenge

Players

The Sega Challenge, now n its fourth year aims to find Britain s top scorer on a range of Sega's most popular games This year's ten finalists (five senior five junior) were chosen from over 50,000 people who took the Challenge on the Sega Bus as it toured the country last summer

n an action-packed final set amongst disco lights smoke mach nes and giant video screens, the challengers competed against each other on three of the hottest Mega Drive titles Sonic The Hedgehog 2 Road Rash 2 and Thunderforce V A fourth game Jaguar XJ220 on the Mega CD was sprung on them as a surprise in the nail biting finale

Winners

After some hours of gruelling play the w nners were announced and the prizes presented by Williams Formula One Grand Prix driver Damon Hi who arrived at the Cha lenge by helicopte fresh from a qualify ng session for the Easter Sunday European Grand Prix The two winners each won a Mega CD a VIP trip to the British Grand Prix at Silverstone and automatic entry to the Sega European Championship in Germany in November As a spec al bonus Karl was given a pair of Alain Prost's driving gloves while Alan received Damon Hill's driv ng helmet

Karl told Sonic The Com c that he was surprised and pleased to win the final He thought he d only make it nto the top three

found this Challenge harder than last year's,' he told STC 'espec ally Sonic 2, which gave me more trouble than I thought

Karl is looking forward to the European Championship He knows the German Champion (current Sega Euro Champion

title holder, well and has played h m on TV s Gamesmaster

Celebs

STC was also able to grab a few moments with Chris Evans and Violet Berlin to get their reactions to the Challenge

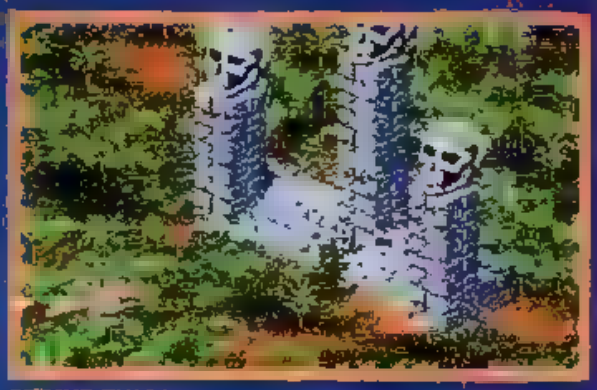
Violet told STC that she thought it was a good show

thought the seniors were especially great, she went on especially on Thunderforce IV wh ch is a real y hard game

Chris also enjoyed the event but admitted that he was real y impressed with all the racing cars on show

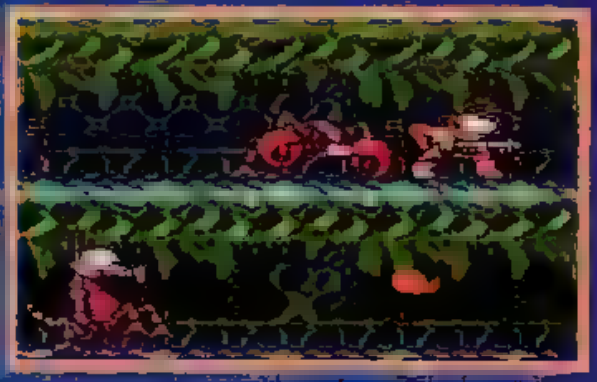
However I oved it when Damon Hill dropped in on us by helicopter That was great

Short Bursts



STRIKE TWO!

Jungle Strike, the eagerly anticipated follow-up to Blackhawk [illegible] Desert Strike, pitting Apache helicopter against [illegible] drugs on July 9th. Other releases [illegible] different areas, 10 stages of data [illegible] Desert Strike, Jungle Strike is Sega Drive release worth holding your breath for.

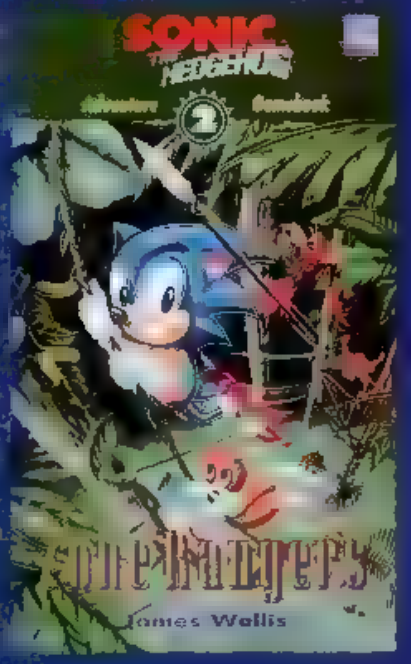


ANYTHING FOR LOVE

[illegible] your energy [illegible] 45 levels of [illegible]

HAND CRAFTED

Fingers [illegible] playing the [illegible] Hedgehog [illegible] and get your [illegible] with the new [illegible] Hedgehog [illegible] Gamesmaster [illegible] Fainall Books [illegible] similar [illegible] to the [illegible] Fighting Fantasy [illegible] books [illegible] provide [illegible] Sonic [illegible] who [illegible] the first two books [illegible] and [illegible] £3.99 [illegible]



The Legend of the GOLDEN AXE

Citadel of Dead Souls
Part 1

Script: Mark Eyles Art: Mike White Lettering: Ellie Fell

HOLD! ENOUGH OF YOUR CHILDISH PRATTLE!

MINOTAURS TAKE THE BRUTE AND THE DWARF HURT THEM – BUT LEAVE THEM ALIVE

I'LL TAKE CARE OF TYRIS FLARE

GUILD'S BREATH. TYRIS NOW WHAT?

LOOKS BAD USE LOW-LEVEL SPELLS

POWER OF FIRE I COMMAND THEE

POWER OF AIR I COMMAND THEE!

POWER OF EARTH I COMMAND THEE

KRACK!
IS THAT THE BEST YOU CAN DO? YOUR MAGIC IS WEAK!
MINOTAURS, REPEL ATTACK!
HUR, HUR DWARF PLAY GAME!
RUFF!
SHUCKUSHUCKUSH!
THUD!
GOT ANY BETTER IDEAS, TYR UH.
AX! GET UP. THIS IS NOT TIME TO. .
HE'S DEAD, TYRIS. NEVER MIND, YOU AND THE SHORT ONE WILL DO.
HI-YYA!
TYRIS LAUNCHED INTO HER SOMERSAULT KICK
FOLLOWED BY THE DOUBLE JUMP SLASH
WHA UNNF
RAAARGH!
ZZISS
KKRASHH!

BUT
DEMONS OF SERPENTS, I COMMAND YOU GIVE LIFE TO YON ROPES
" SO THEY MAY BIND OUR FOES."
WHAT? UH, CAN'T MOVE!
MOMENTS LATER
GORGON'S ARMPIT! TRUST A SORCERESS TO PICK ON A DEFENCELESS SOUL LIKE ME
I AM RIGIA MORTIUS, CAPTAIN OF THE SORCERER BLACKSPELL'S ELITE GUARD
NEVER HEARD OF THE DRONGO SO WHO'S THE ROPE CHARMER?
HEY, PUT ME DOWN I GET NOSE BLEEDS!
YOU HAVE A VILE TONGUE, SHORT ONE. I AM UL-TIMA, DISCIPLE OF SORCERER BLACKSPELL, THE GREAT NECROMANCER!
YOU ARE ALIVE ONLY BECAUSE YOU HAVE THE HONOUR OF BEING USEFUL TO HIM
AX! THEY'RE LEAVING HIM BEHIND!
YOU ASK ME, THE BIG LUMP'S BETTER OFF WE'RE IN SOME SERIOUS DOO DOO
SOME HOURS LATER
WELCOME TO THE CITADEL OF DEAD SOULS!
I'M HUNGRY GOT ANY BEETLE SOUP? STUFFED MICE?
NO. BUT I KNOW WHERE I CAN GET SOME FRIED LIZARD!

WITHIN THE CITADEL THE SANCTUM SANCTORUM OF SORCERER BLACK SPELL HOLDS A CHILLING SURPRISE

TH THE GOLDEN AXE!

AYE TYRIS FLARE THE SYMBOL OF POWER IN THE YURIAN LANDS AND BEYOND!

IT WAS STOLEN FOR ME FROM THE KING OF YURIA WITH IT I SHALL CREATE AN EMPIRE!

SO HOW DO WE FIGURE IN THIS 'GRAND PLAN SORCERER?

GAZE INTO MY SCRYING POOL GLORIOUS THUNDERHEAD WATCH AS ONE YOU THOUGHT DEAD IS PREPARED FOR NEW LIFE

HE WILL LEAD MY CONQUERING ARMIES, ONCE ONE OF YOU WHO KILLED HIM IS SACRIFICED TO AWAKEN HIS SOUL!

BY ALL THE GODS, TYRIS THAT'S DARK GUILD!

YOU ARE TRULY MAD, BLACKSPELL DARK GUILD SERVES NO ONE RETURN HIM TO LIFE AND HE'LL HAVE YOUR BRAINS FOR BREAKFAST

OUR DEATHS WILL BE POINTLESS!

BACK AT THE VILLAGE

THE WARRIOR LOOKS DEAD WHAT'LL WE DO WITH HIM?

BURN 'IM

NAH LET'S GRIND HIS BONES TO FEED THE ANIMALS!

NEXT ISSUE. **INTO THE CATACOMBS!**

Q Zone

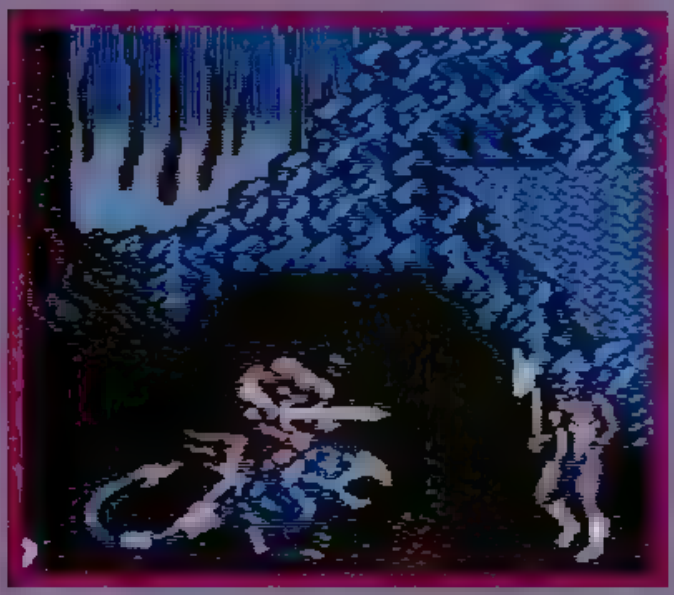
Welcome indeed to the Q Zone, a place of help and solutions to those really difficult games. Our operators are standing by to answer your problems. Drop a line to the Q-Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

Our regular service will begin very soon. Meantime, here is a selection of hints and tips to keep you hassle free and game friendly!

GOLDEN AXE Tips

• Level Select: Select a one player game and hold down left with A and C. Let go for 9 Continues. Additionally hold B, START and LEFT for a level [illegible]

• Extra Continues - Press UP, LEFT and button 2 to start at any stage.

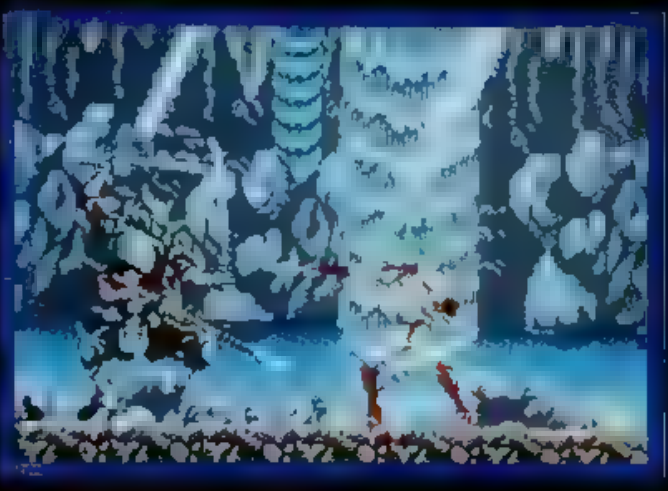


REVENGE OF SHINOBI Tips

• Infinite Shurikens: Go to the Options screen and select 00 Shurikens. Wait about one minute and the two zeros will join up and turn into the infinity label. You'll now have infinite numbers of Shurikens.

• Extra life: In the second part of the woodland go to the top of the tower where the pole sticks out, stand on the right facing left, jump up and fire. An extra life will appear.

• More Continues: After you lose all your continues you can get another if you press UP, LEFT and button 1 together.



GOLDEN AXE 2 Tips

• Gain Magic Units: Fight the first Boss holding down A. Release A at the camp fires, but don't attack anything. Gives you 200 Magic Units.

• Level Select: Press A, B, C and START during the opening titles. Select Options, keep holding A and press B and C until you get to the character selectscreen. Hold A, UP, B, and C - you now have a level select.

ROAD RASH 2

Codes & Tips

This is currently [illegible] game available on Sega. These five codes will give you loads of money and more powerful bikes.

CODE	BIKE	MONEY	LEVEL
OFUI 34TR	SHURIKEN TT250	$20,410	3
OFIA 39TA	BANZAI 7 11	$19,410	3
OPII 4SKO	DIABLO 1000	$30,810	4
OCTQ 4JAG	DIABLO 1000N	$17,730	4
OH4R 55OH	DIABLO 1000	$20,930	5

To race on any level with any motorbike, firstly go to the player mode select screen and choose MANO A MANO. Then choose the bike shop and select your favourite. Next select the player mode screen and choose TAKE TURNS, and from that choose SOLO. Finally pick your track and hey presto!

SONIC THE HEDGEHOG 2

Tips

• **Collect all Emeralds:** To collect all seven Chaos Emeralds on the first zone go to the Options screen and select the mode you wish to play in (Sonic alone, Tails alone or both together), then press START. Collect 50+ rings and go to the first Star Post to get to the Special Stage where you collect the first emerald. When you return press RESET. Go to the Options screen again, press START, collect 50+ rings and return to the Star Post. You should find you are now in the second stage of the Special Zone. Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all seven emeralds.

ALIEN 3

Tips

• **Infinite lives:** Choose CONFIGURE on the title screen then select 2 PLAYERS. Now start the game and lose all of your lives then go back to the CONFIGURE screen and choose CONTINUE, and then start jumping in the air because the Aliens can't kill you anymore!

© Zone Game Genius: Tony Takoushi and Daniel Gibson

game genie update

Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

ECCO THE DOLPHIN

Almost infinite air	AKRTJA64
Protection from most enemies, including octopus	AL2AJA7L+ AL2AJA5Y+ AAVTNAFC
Octopus is fatal	HAVTNAFC
School of fish restores health completely	HC8TLAEW
Jellyfish and other enemies restore health instead of taking it away	SW2AKGPJ+ HC2AJAFL
Jellyfish and other enemies restore air instead of taking it away	SW2AKGPJ+ TC2AJGFL+ E42AJAFN

SONIC THE HEDGEHOG 2

Loads of codes for this mega-selling sequel. Here's just a taster. More next issue.

Start with 99 lives	NN3TAACL
Each ring worth 80+ rings	SCRAB9X0
Each ring worth 25,000+ rings!	SCRABCX0
Mega jump	BDLTAAGL
Need 1 ring to become Super Sonic	AGZTCACJ + ACZTCACA
Need 10 rings to become Super Sonic	BLZTCACJ + ACZTCACA
Infinite lives (player 1)	JWSACA4J
Infinite lives (player 2)	JXGACA7G

STREETS OF RAGE 2

Some of the codes for this chart-busting game. Watch for the Streets of Rage comic strip coming to STC soon.

Start with 5 lives (player 1)	WJ0ABECT
Start with 9 lives (player 1)	LV0ABECT
Start with 5 lives (player 2)	WK0ABEG8+ WL5ABEBA
Start with 9 lives (player 2)	LV0ABEG8+ LW5ABEBA
Start with 6 continues (player 1)	AZ1AAAA2
Start with 6 continues (player 2)	AZ1AAADR
Infinite lives (both players)	AW7TAA7J
Apple restores more energy on pick-up	JKFAAAHA
Cash bag worth 10,000	ABFTACAY
Gold bar worth 10,000	ABFTACA2

SPECIAL
SHEAK PREVIEW
SECTION
A hint of comic action coming soon to Sonic The Comic!
STREETS OF RAGE
Sonic The Comic
no.7

SPECIAL SNEAK PREVIEW SECTION
A hint of comic action coming soon to Sonic The Comic!
Berserker, Red Stealth, Maniaxe, Cyclone and more - meet the kid who knows them all because he is all of them! Meet Kid Chameleon. Join KC as he dons the special helmets that turn him into amazing heroes. Watch him as he enters the virtual world of Wild Side to rescue his kidnapped pals.
KID CHAMELEON
New series begins in
Sonic The Comic
no.7

SPECIAL SNEAK PREVIEW SECTION
A hint of comic action coming soon to Sonic The Comic!
He's escaped the Dragon's Trap, defeated Monster World but can Wonder Boy survive Demon World? Find out as Shion battles Grimomen the Demon Lord who's out to 'recruit' workers for his evil schemes in Demon World.
WONDER BOY
New series begins
NEXT ISSUE!
Miss it at your peril
Got a favourite game character you'd like to see in his own Sonic The Comic series? Drop a line to Megadroid or fill in the special Data Strip at the back of this issue.

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

Cheap enough to Chomp

Dear Sonic The Comic,

Wow! Great, mega! This what I've been waiting for! My Mum just got me the special preview issue of SONIC THE COMIC and I had to write straight away to say that this is the very thing that's been missing from my empty little life!

The best part about it is the price. This means I can buy STC every fortnight and still manage to trough my way through 48 packets of Wotsits. Great!

I am quite good at drawing at school and was wondering if I sent in some pictures, would you print them? It would be good if you had a readers' drawing page.

I can't wait for the first issue.

STEVEN CURLEY, MANCHESTER. 8A. SONIC BADGE WINNER.

So, what do you think of it, Steven? Pretty Segasational, huh? As for readers' drawings, we'll check out this page. The more the merrier, that's what I say. As for your drawings, well, I hope they're good. Scoffing 48 packets of Wotsits every two weeks isn't recommended for budding artists!

Sonic the Story

Dear Sonic,

I have written you a story:

CHAPTER ONE

One morning Sonic was coming home and down from the sky came a fox. "What is your name?" said Sonic.
"It is Tails," said the fox.
"Why do they call you Tails?"
"Because I have two tails," answered the fox.
"Would you like to come home with me and tell me about yourself?" asked Sonic. Tails said he would.

CHAPTER TWO

Sonic opened the door to his house. "Let's look around first and then we'll sit down and you can tell me all about yourself," he said to Tails.

Sonic was telling Tails about an evil man when Tails looked out the door and saw Dr Robotnik. Dr Robotnik grabbed Tails and Sonic went running after them and got Tails back.

When they got back to the house Sonic untied Tails and they both lived happily ever after.

LOUISE ROSSON (AGE 6), LONG HANBOROUGH, OXON. MD. SONIC BADGE WINNER.

Many thanks, Louise. I've passed your excellent story on to Sonic who says you'll make a great writer for this comic when you get a bit older. By the way, Tails said he liked his bit of the story.

Last of the Dinosaurs

Dear STC,

Not *another* computer magazine! Aren't there any other subjects that young people want to read about these days? I can't believe that you're poisoning the world with more of this mindless junk.

I know you won't print this letter because it's not complimentary. I just thought you ought to know how damaging and narrow-minded all this computer technology is becoming. I hope your 'comic' falls flat on its face!

MR OLDFASH, BASINGSTOKE. NO BADGE WINNER!

Lighten up, Oldfash. You're not reading another computer magazine. Sonic The Comic is a first, a new comic for the new video game age. If it's excitement you want, I suggest you stick to Fly Fishing by J.R. Hartley.

IAN'S BROTHER'S GAME GEAR
Drawn by Ian Cummings, Writtle, Essex.
Sonic badge winner.

Shinobi is Gear

Dear Sonic The Comic,

I've just got a Game Gear. I would like to know if there are any cheats for Shinobi. I would love it if you could answer this question.

ANDREW CUMMINGS, CHELMSFORD, ESSEX.
SONIC BADGE WINNER.

Hi, Andrew. Check out The Q Zone for hints and tips on all the top Sega games. I've logged your request into our databanks so hopefully you'll get an answer very soon.

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant SONIC 2 BADGE - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

NEXT ISSUE

...IT JUST GETS BETTER!

INTRODUCING -

WONDER BOY

in DEMON WORLD

All-new comic strip action, starting next issue!

PLUS!

SONIC THE HEDGEHOG

Meet RoboFox!

SHINOBI

Musashi is where the martial arts action gets hot!

LEGEND OF THE GOLDEN AXE

What is the fate of Ax-Battler?

BONUS!

YOUR FREE SONIC THE COMIC BADGE!

Order your copy NOW!

The latest news, reviews, charts and more!

SONIC THE COMIC No.2

on sale Saturday 12th June

Only 95p - how do we do it?

Sonic the Comic

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE THIS ISSUE OF STC?

☐ %